

HOT JUST GOT HOTTER

S U M M E R

1 9 8 8

C A T A L O G

Presenting the entire line of SSI computer games including 3 new
ADVANCED DUNGEONS & DRAGONS® computer products.



SSI

STRATEGIC SIMULATIONS, INC.

NEW GAMES

IBM (AUG.)
APPLE (SEPT.)
C-64/128 (JULY)

Introductory.
By SSI Special Projects Team.

Located on the northern shore of the Moonsea in the Forgotten Realms, the fabled city of Phlan had been overrun by monsters led by a mysterious leader. Your quest: discover the identity of this evil force and rid Phlan of its scourge.

POOL OF RADIANCE represents the first in a line of software created by SSI in collaboration with TSR — the producer of the legendary ADVANCED DUNGEONS & DRAGONS® fantasy role-playing system. It adheres faithfully to AD&D® game standards. Roll up your characters from four Classes, six Races and nine Alignments in classic AD&D game fashion; or use the party already provided.

The computer graphics are strictly state-of-the-art. Cities, dungeons and encounters are shown in realistic 3-D perspective. Personalize your heroes' combat figures with individual weapons, armor and colors. Add NPCs (computer controlled Non-Player Characters) to your party of

up to 6 PCs (Player Characters) to fill out your 8-character party. Control your PCs during battle, or let the computer handle some or all of the action. To help your party on its many difficult missions, the Adventurer's Journal guides you with history, maps, clues and rumors. A Translation Wheel converts Elvish and Dwarvish writing to English.



Roll up your characters, in classic AD&D® game fashion, and see their portraits and characteristics.



Every monster type has its own individual drawing.

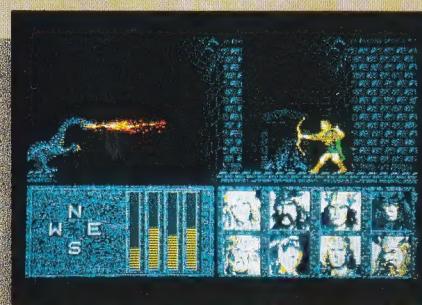
NEW GAMES

IBM (JULY)
AMIGA (JULY)
ATARI ST (JULY)
C-64/128 (JULY)

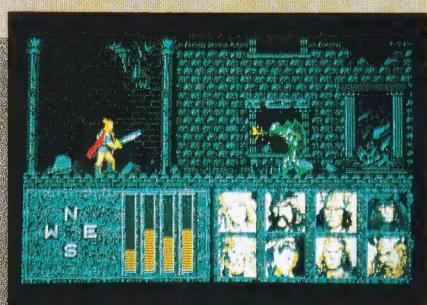
Introductory.
By U.S. Gold

The legendary DRAGONLANCE™ game world comes alive in this exciting action game! HEROES OF THE LANCE marks the first computer action game that re-creates the epic battle between good and evil on the world of Krynn. (For those familiar with the AD&D® game system, HEROES OF THE LANCE is derived from the first DRAGONLANCE module, *Dragons of Despair*.) You control eight Companions, each with different specialized attributes and skills. Guide these brave adventurers deep into the treacherous ruins of the temple Xak Tsaroth to retrieve the precious Disks of Mishakal. As you descend into the Abyss, the Companions must defeat the hordes of monstrous Draconians in hand-to-hand combat, deal with powerful magic and survive the onslaught of attacks from giant spiders, skeletal undead and countless other terrors. But your final obstacle makes these monstrosities innocuous by comparison: The

platinum disks you seek are guarded by Khisanth, an ancient black dragon. And there is but one way to vanquish this mighty beast. Find the key to destroy Khisanth or you are doomed to failure.

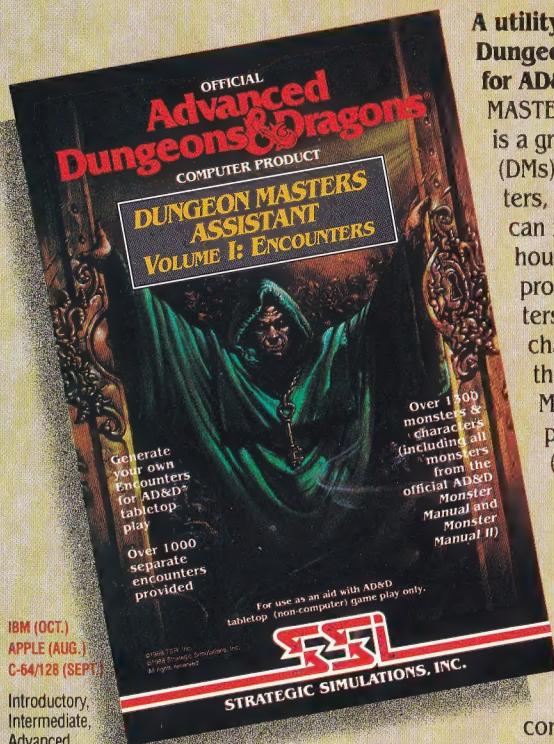


Tanis, the half-elf, fires an arrow into the black dragon, Khisanth.



The Heroes, with Caramon in front, battle a Draconian in the catacombs of Xak Tsaroth.

NEW GAMES



IBM (Oct.)
APPLE (Aug.)
C-64/128 (Sept.)

Introductory,
Intermediate,
Advanced.

By Paul Murray,
Victor Penman
& James Ward.

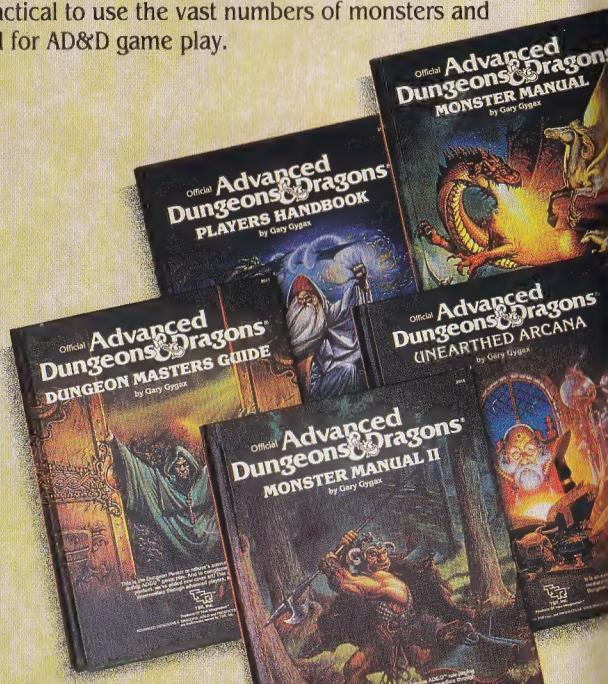
A utility program designed to help Dungeon Masters generate encounters for AD&D® campaigns. SSI's DUNGEON MASTERS ASSISTANT, VOLUME I: ENCOUNTERS is a great time saver for Dungeon Masters (DMs). With thousands of separate encounters, monsters and characters provided, it can reduce game prep time by several hours per session. The database is prodigious indeed: Over 1000 encounters and over 1300 monsters and characters, including all monsters from the AD&D® Monster Manuals I & II. Monster records and encounter printouts total several hundred pages! (Note: a printer is not required in order to use this product since data can also be output to disk or screen.) Catering to the DMs' boundless creativity, this product easily allows DMs to modify the existing data or add their original monsters and encounters to the database.

By harnessing the power of the computer, this program makes it practical to use the vast numbers of monsters and encounters created for AD&D game play.

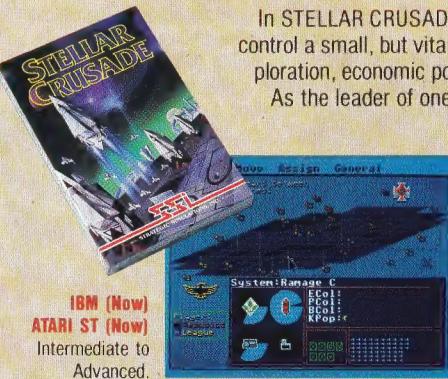
WILL-O-WISP: AC -8; MU 18"; HD 908; HP 44; MAT 1; DMG 2-16; SA ELECTRICAL; AL CE; SIZE S; THAC0 12
WHEN NOT ATTACKING CAN ONLY BE SEEN WITH DETECT INVIS; ONLY SPELLS WHICH AFFECT ARE PROTECTION FROM EVIL, MAGIC MISSILE, & MAZE
XP 1728
IN LAIR TURNS 1000 SP; 500 PP; 44 GEMS;
19 JEWELRY;
<-->CURSOR UP DOWN, LEFT, RIGHT;
(CONT-D) DELETE; (CONT-F) NEW PARAGRAPH;
(CTRL-Q) QUIT; ANYTHING ELSE TO INSERT!

Data at your fingertips: Includes material from the famous AD&D® Monster Manuals, Dungeon Masters Guide, Players Handbook and Unearthed Arcana.

ADVANCED DUNGEONS & DRAGONS and AD&D are trademarks owned by and used under license from TSR, Inc.



NEW GAMES



IBM (Now)
ATARI ST (Now)
Intermediate to Advanced.

In STELLAR CRUSADE™, two fanatical groups embark on a mad race to control a small, but vital star cluster. It is an exciting strategy game of exploration, economic power and military conquest on an interstellar scale.

As the leader of one faction, your first task is to send out exploration teams to grab the best planets in the star cluster and colonize them.

Next, you must build up your economic strength to prepare for war. This entails allocating raw materials and production points to build shipyards and maintenance facilities; train and supply troops, engage in research and development; establish farms, mines, refineries and factories.

Remember, wars are never won by the poor or poorly-prepared.

To win a star war, you need starships. In this game, you can design your own and arm them with a host of offensive and defensive weapons. Group your starfleet of scout ships, cruisers and battlecruisers into task forces, each led by a commander of your choice. Although these task force commanders come rated for skill levels and experience, you won't know how competent they are until after their first battle.

Play against a friend or the computer. There are seven different scenarios with multiple levels of difficulty: three short, three medium and one long campaign that spans decades! By Norman C. Koger, Jr.



APPLE (July)
C-64/128 (August)
IBM (Sept.)
Advanced.

BATTLES OF NAPOLEON™ allows you to simulate practically any Napoleonic engagement on a detailed, tactical level. How? By giving you all the tools to create any battle of that historic era. Battles of Napoleon is a superb advanced wargame — and a full-blown construction set.

Use the computer to generate random maps, then modify them as you choose. Or start from scratch by building your own maps, square-by-square (each representing 100 yards). Your terrain options include five levels of elevation, woods, roads, fields, swamps, water, towns and redoubts. Create your own armies or adjust the armies provided to suit your exact specifications: number of men, type of units, weapons and nationality. Rate your

units for melee strength, leadership and morale.

The construction-set features allow you to re-create any Napoleonic battle — real or imaginary. The game system gives you all the joys of miniatures play — realism, authenticity and detail — without the mathematical and accounting headaches. For those wishing to bypass the design phase and jump into action right away, simply choose from the many pre-made scenarios, such as Waterloo, Quatre Bras, Auerstaedt and Borodino.

If your idea of fun involves skirmishers, cavalry charges and infantry squares, look no further than Battles of Napoleon. By David Landrey and Chuck Kroegel.

NEW CONVERSATIONS

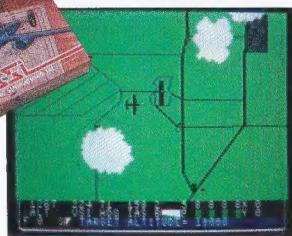


NEW ST!

ATARI ST (Sept.)
Also Apple, IBM,
C-64/128.
Introductory.

B-24™ is a flight/combat emulator that challenges you to fly 19 dangerous bombing raids over the Axis' oil refineries at Ploesti, Rumania. You command the lead B-24 Liberator, which will determine the course of action for an entire formation of forty B-24s. First, practice taking off, flying in formation against flak and enemy fighters, bombing targets and landing. Once you're ready, it's time to bomb Ploesti and reduce its total oil production below what was accomplished historically. If you succeed, you'll be told how much you would have shortened the war in Europe! By John Gray. Includes graphics routines from The Graphics Magician® by Polarware™.

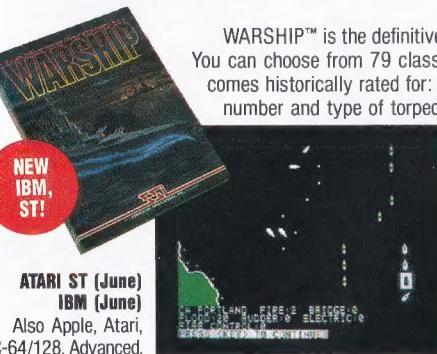
Note: APPLE disk is 64K.



The Battle of Gettysburg began, not with a bang, but with a whimper. It started on July 1, 1863 as a minor skirmish between a few Confederate and Federal brigades. By July 3, it had grown to monumental proportions, hurling 160,000 brothers against each other. GETTYSBURG: The Turning Point™ uses a refined version of the critically acclaimed system first seen in SSI's Battle of Antietam™ to recreate this decisive battle in consummate detail and accuracy. Some of the refinements are: A precise command control system that more accurately reflects the effects of leaders on the battlefield; ammunition points; more realistic fatigue rules; combat that is resolved down to each individual soldier, including every artillery man. Beginner, Intermediate and Advanced games are provided. By David Landrey and Chuck Kroegel.



NEW AMIGA!



NEW IBM,
ST!

ATARI ST (June)
IBM (June)
Also Apple, Atari,
C-64/128. Advanced.

On April 6, 1862, General Grant found his 45,000 Union soldiers pressed against the Tennessee River at Pittsburg Landing, caught in a surprise attack by Confederate General Johnston and his Army of the Mississippi. Thus began the Battle of Shiloh, Grant's first real trial by fire. SHILOH: Grant's Trial in the West™ uses an improved version of the renowned GETTYSBURG game system and faithfully re-creates the battle in 15 turns. All historical brigades are included on the 30x30 square terrain grid, as are the Federal gunboats Lexington and Tyler. Significant refinements are the ability to switch between a strategic and tactical display anytime during play, and the inclusion of special morale rules for "green" troops. Contains Beginner, Intermediate and Advanced games. By David Landrey and Chuck Kroegel.



NEW AMIGA,
ST!

SSI CLASSICS

BEST BUYS!

In their prime, the following games were recognized as some of our best titles.

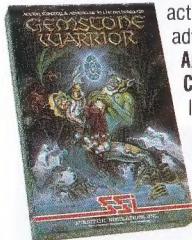
We are now offering them at these special low prices.

If you are searching for unbeatable values in computer gaming, look no further than SSI Classics!

Descend into the Netherworld to recover the precious Gemstone in this action/strategy adventure. 64K

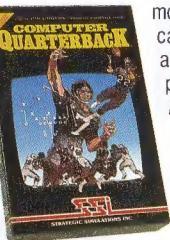
Apple, Mac, Atari,
C-64/128.
Introductory.

By Peter Lount,
Trouba Gos-
sen & Kevin
Pickell.
\$14.95.



A real-time strategy simulation of NFL football that is probably the most sophisticated & realistic around. Game paddles required. 64K

Apple, Atari,
C-64/128.
Introductory.
By Dan
Bunten.
\$14.95.



In this sequel to GEMSTONE WARRIOR™ you must return to the Netherworld and find the tools to heal the fragmented Gemstone. 64K

Apple, C-64/128.
Introductory.
By Peter Lount,
Trouba Gos-
sen & Kevin
Pickell.
\$14.95.



1983 Charles Roberts Best Computer Game. Britain and Germany clash in this North Africa Campaign, 1941-1942.

Apple, Atari,
C-64/128, IBM.
Intermediate.
By Tactical
Design Group.
\$19.95.



NEW
CLASSIC!

Battle Mantor's legion of hideous monsters as you try to steal the Evil Book of Magic, thereby rendering the evil wizard powerless. Apple,

C-64/128.
Introductory.
By Charles
Dougherty.
\$14.95.



Third in the "Superpowers" series: NATO forces must literally carve open a corridor across East Germany to rescue its trapped troops in Berlin.

Apple, C-64/128.
Advanced.
By Roger
Keating.
\$19.95.



NEW
CLASSIC!

Command a regiment of panzer grenadiers, Hitler's elite armored infantry against computer-directed Russian forces on the Eastern Front. Apple,

Atari, C-64/128.
Introductory.
By Roger
Damon.
\$19.95.



NEW
CLASSIC!

Assume command of Easy Company of the First Infantry Division and retrace eight of their historical battles across North Africa and Europe. Apple,

Atari, C-64/128.
Intermediate.
By Roger
Damon.
\$19.95.



Last in the "Superpowers" series: With Soviet armor frozen solid, guerrilla counter-attacks by NATO's ski troops may save Norway.

Apple, C-64/128.
Advanced.
By Roger
Keating.
\$19.95.



NEW
CLASSIC!

We've tagged every one of our games as Advanced, Intermediate, or Introductory.

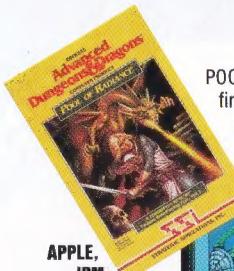
■ ADVANCED means the game is for those familiar with the concepts of strategy simulation. If you're interested in a tough or complex game, this category is for you.

■ INTERMEDIATE applies to the games that are easier to absorb,

quicker to understand. They can serve as the perfect stepping stones to Advanced games. However, they are challenging and intriguing in their own right.

■ INTRODUCTORY games are ones that everyone can enjoy. They aren't simplistic, just easy to learn and understand. Usually, a quick glance at the rulebook will be all that's needed to start play.

For a complete list of our games broken down by computer format, please see pages 13 and 14. You'll also find prices and ratings for playability, realism and excitement derived from our customer response cards.



POOL OF RADIANCE — the first AD&D® computer fantasy role-playing game set in the FORGOTTEN REALMS.

APPLE,
IBM,
C-64/128.
Introductory.
By SSI Special
Projects Team.



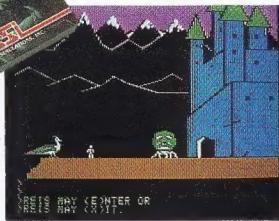
The legendary DRAGONLANCE™ game world comes alive in this exciting action game — HEROES OF THE LANCE.

C-64/128, IBM,
AMIGA, ST.
Introductory.
By U.S. Gold.



Reunite the two RINGS OF ZILFIN™ and gain ultimate power. Includes graphics routines from The Graphics Magician® and Polarware™.

APPLE, C-64/128,
IBM, ST.
Introductory.
By Ali N. Atabek.



"Family Computing" 1986 Best Role-Playing Adventure Game of the Year. Guide eight adventurers in search of the lost Wizard's Crown.

APPLE, ATARI,
IBM, C-64/128, ST.
Intermediate.
By Paul Murray
& Keith Brors.



FANTASY AND SCIENCE FICTION

APPLE,
C-64/128, IBM.
Intro/Intermed/Adv.

By Paul Murray,
Victor Penman
& James
Ward.



DUNGEON MASTERS AS-
SISTANT, Vol. I: Encounters
— a utility program to help
Dungeon Masters generate
encounters for AD&D® campaigns.

APPLE, C-64/128, ST,
IBM, AMIGA, IIGS.
Introductory. By John
& Charles Dougherty
& Westwood
Assoc.



Journey into the past to
prevent the six Mad Sor-
cerors from creating the
Evil Book of Magic. IBM
version includes a 3½" disk.

APPLE, ATARI,
C-64/128.
Intermediate.
By Paul Murray.



Your band of 8 must search
for the enchanted Eternal
Dagger to close the Demon
Portal before the Undead
can overwhelm Middle World.

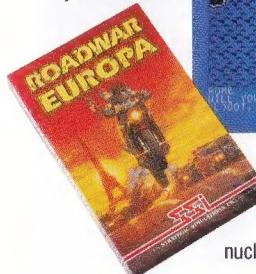
IBM.
Introductory.
By Doug Wood.



Your 8 star troopers must
destroy a band of inter-
galactic pirates and battle
an invading insectoid race.
IBM version includes a 3½" disk.

APPLE, C-64/128,
AMIGA, IBM, ST.

Introductory.
By Jeff Johnson.



21st-century Europe is held
hostage by maniacal ter-
rorists. You must stop
them from detonating five
nuclear bombs.

APPLE,
C-64/128, IBM.
Introductory.
By Craig Roth
& David Stark.



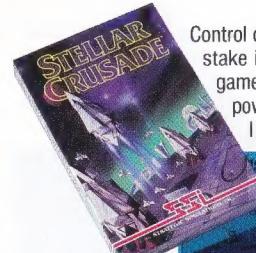
Embark on a treacherous
journey to regain the Shard
of Spring, an enchanted
stone that bestows eternal
springtime. Apple disk is 64K.

APPLE, ATARI,
C-64/128, ST.
Introductory.
By Doug
Wood

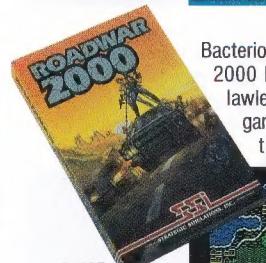


Locate and destroy the
Dark Lord's evil orb in
this new adventure that
is the exciting sequel to
SSI's best-selling fantasy game.

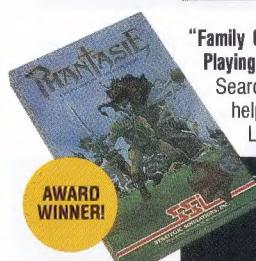
Control of a vital star cluster is at
stake in this futuristic strategy
game of exploration, economic
power and military conquest.
IBM includes a 3½" disk.



IBM, ATARI ST.
Intermed/Advanced.
By Norman C.
Koger, Jr.



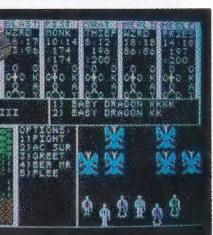
APPLE,
C-64/128, IBM,
IIGS, ST, AMIGA.
Introductory.
By Jeff Johnson.



APPLE, ST,
ATARI, C-64/128,
IBM, AMIGA.
Introductory.
By Doug Wood.

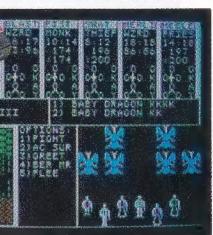


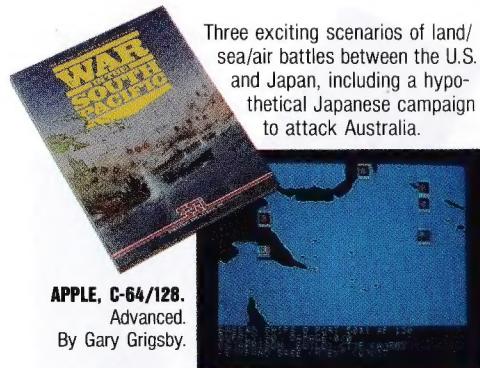
"Family Computing" 1985 Role-
Playing Adventure Game of the Year.
Search for the Nine Rings to
help you battle the Dark
Lord's evil minions.



More than a sequel to PHAN-
TASIE I and II, this is the final
confrontation between your
band of six heroes and the
Dark Lord Nikademus.

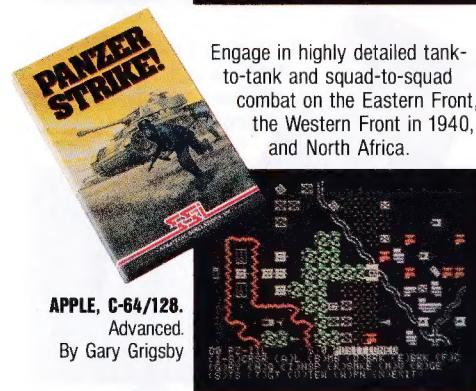
APPLE, C-64/128,
IBM, ST, AMIGA.
Introductory.
By Doug Wood.





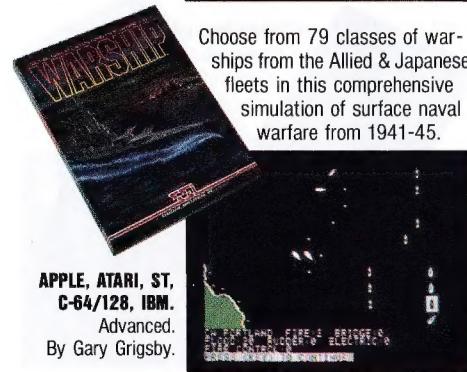
APPLE, C-64/128.
Advanced.
By Gary Grigsby.

Three exciting scenarios of land/sea/air battles between the U.S. and Japan, including a hypothetical Japanese campaign to attack Australia.



APPLE, C-64/128.
Advanced.
By Gary Grigsby

Engage in highly detailed tank-to-tank and squad-to-squad combat on the Eastern Front, the Western Front in 1940, and North Africa.



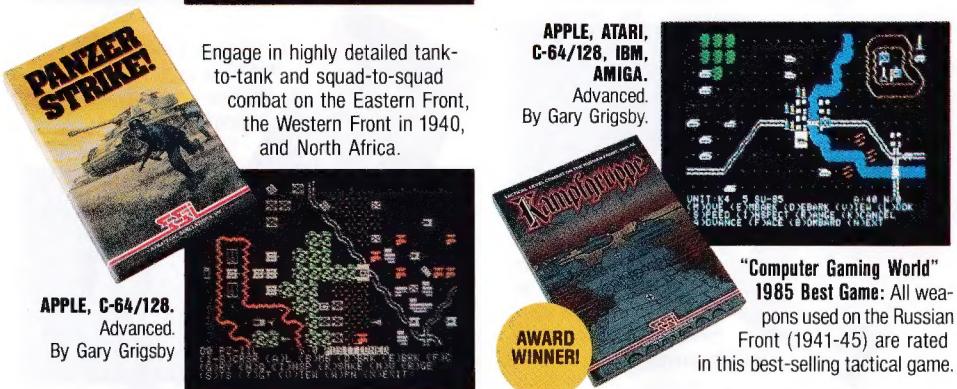
APPLE, ATARI, ST, C-64/128, IBM.
Advanced.
By Gary Grigsby.

Choose from 79 classes of warships from the Allied & Japanese fleets in this comprehensive simulation of surface naval warfare from 1941-45.



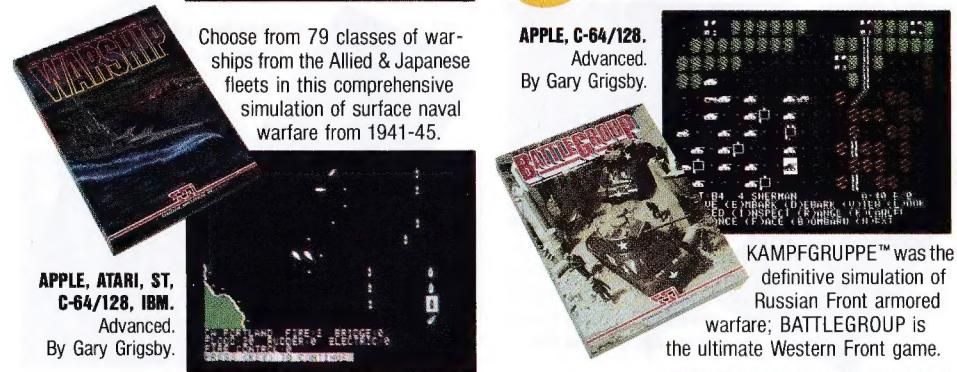
APPLE, ATARI.
Advanced.
By Gary Grigsby.

A simulation of truly monumental scale, so detailed every division in the entire 1941-44 Russian campaign is accounted for. A wargaming milestone!



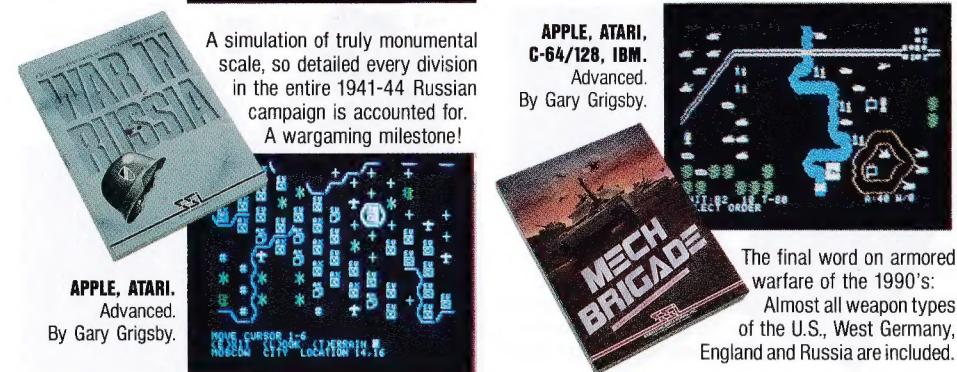
AWARD WINNER!
APPLE, C-64/128.
Advanced.
By Gary Grigsby.

KAMPFGRUPPE™ was the definitive simulation of Russian Front armored warfare; BATTLEGROUP is the ultimate Western Front game.



APPLE, ATARI, C-64/128, IBM.
Advanced.
By Gary Grigsby.

The final word on armored warfare of the 1990's: Almost all weapon types of the U.S., West Germany, England and Russia are included.



WARGAMES

APPLE, IBM, C-64/128.
Advanced.
By David Landrey & Chuck Kroegel.



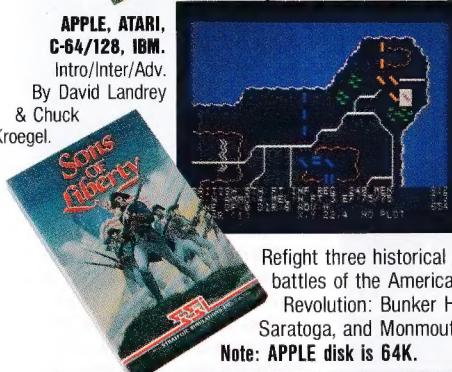
This construction set allows you to create Napoleonic battles at a tactical level.



APPLE, ATARI, C-64/128, MAC.
Advanced.
By Ed Williger & Larry Strawser.



Command ten Germans or ten G.I.'s in super-realistic man-to-man combat. New, improved edition is 40 times faster than before!



APPLE, ATARI, C-64/128, IBM.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.

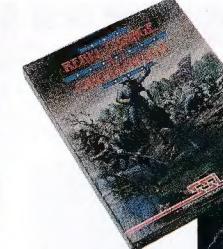
Refight three historical battles of the American Revolution: Bunker Hill, Saratoga, and Monmouth.

Note: APPLE disk is 64K.



AWARD WINNER!
APPLE, ATARI, IBM, C-64/128, AMIGA.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.

"Family Computing" 1986
Strategy & Tactics Game of the Year. Also 1986 Charles Roberts Best Military/Strategy Computer Game. APPLE disk is 64K.



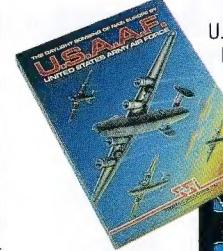
APPLE, ATARI, C-64/128, IBM.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.

Would the Union have lost the Battle of Chickamauga if you had been in charge? Find out with this simulation of the South's last major offensive thrust.



Note: APPLE disk is 64K.

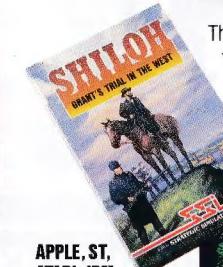
U.S.A.A.F.™ simulates the daylight bombing of industrial targets and weapons factories in Nazi-occupied Europe by the U.S. Army Air Force.



APPLE, ATARI, C-64/128.
Advanced.
By Gary Grigsby.



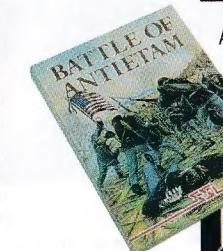
The Battle of Shiloh was Grant's first real trial by fire. It was a see-saw affair that could have gone either way. Now, you determine the outcome.



APPLE, ST, ATARI, IBM, C-64/128, AMIGA.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.



A grand-tactical simulation of the Civil War's bloodiest day. The battle unfolds in detail so real you'll feel like you're playing a miniatures game!



APPLE, ATARI, C-64/128, IBM.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.



SSI's All-Time Best Seller: WARGAME CONSTRUCTION SET™



AWARD WINNER!

ST, IBM,
ATARI, C-64/128.
Introductory.
By Roger Damon.

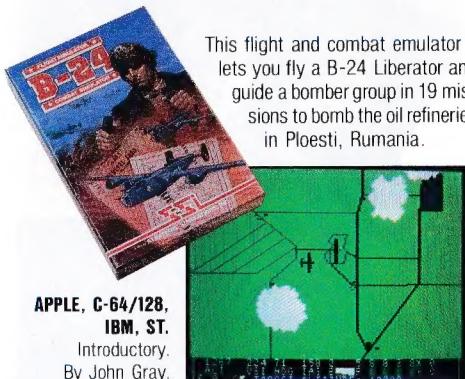
POLITICS



APPLE, C-64/128,
IBM, ST.
Introductory.
By Nelson
Hernandez, Sr.

Who'll win in '88? Find out today with this realistic model of the race for the presidency. It also re-creates all the election years from 1960 to 1984.

FLIGHT EMULATOR



APPLE, C-64/128,
IBM, ST.
Introductory.
By John Gray.

This flight and combat emulator lets you fly a B-24 Liberator and guide a bomber group in 19 missions to bomb the oil refineries in Ploesti, Rumania.

To boldly go at speeds no man has gone before.

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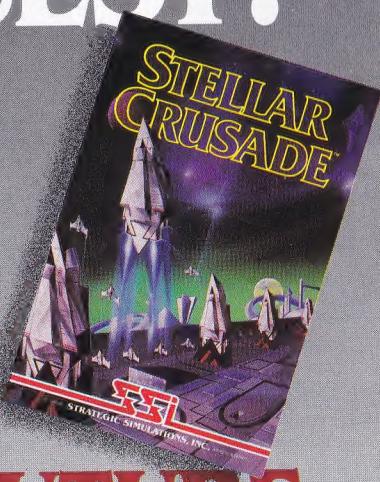
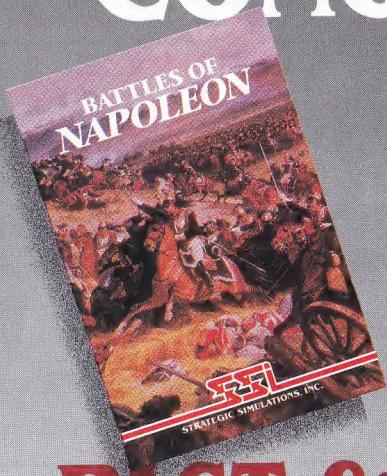
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